

MARVEL
10th Dec 88

THE REAL

GH~~O~~STBUSTERS™

N026 38p

© 1984 Columbia Pictures
Industries Inc.





Grab your Wolfsbane, peel your garlic, secure your crucifix and steel yourself for issue twenty-six of **THE REAL GHOSTBUSTERS**! The days may be getting shorter and the nights longer but, that's no excuse to let vampires rampage the streets. The appearance of these nocturnal creatures poses all kinds of spine-chilling questions. Can our heroes trap it? Can it be destroyed? Can Peter look it in the eye and not tell a *fang* joke? All will be revealed in **Blood Bank Bust**! The Ghostbusters also have to face up to a change when a mysterious lady enters their lives! Is this the end of The Ghostbusters as we know them or, will they kiss and make up, in **Which Face is Which**? There's only one way to find out—read on!

IMPORTANT NOTICE! The Ghostbusters have been called in to help save The World yet again! If you have got *The Real Ghostbusters' Ghost Pen Light*, you are advised to return it to the shop from which you bought it, and your money will be refunded in full! Gremlins have invaded the factory in which they were made and the pens now contain too much lead to be safe! So, join us in our help to save The World and return your pen now!

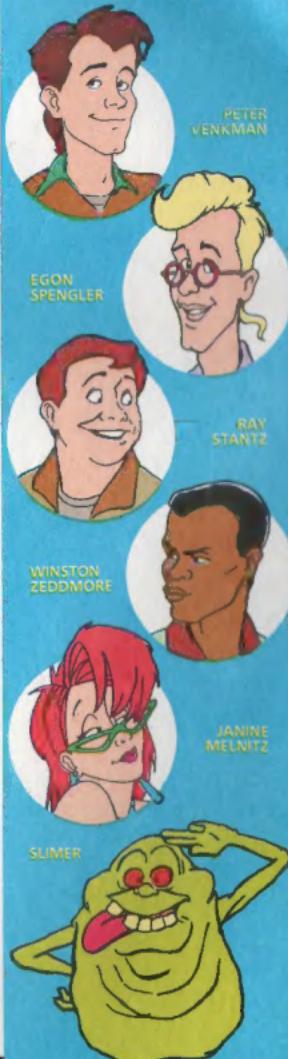
CONTENTS

Blood Bank Bust!	3
Grudge Gremlin!	9
Spengler's Spirit Guide	11
The Boy Who Cried Ghoul!	12
Ghost Writing	16
Which Face is Which?	17
Ghostbusters' Fact File: The Escapologist	21
Blimey! It's Slimer!	22
Next Issue/The Mighty Marvel Checklist	23

Cover by DOUGIE BRAITHWAITE and DAVE HINE
Editor HELEN STONE Art Assistant CHRIS MATTHEWS
Spiritual Guide DAN ABNETT

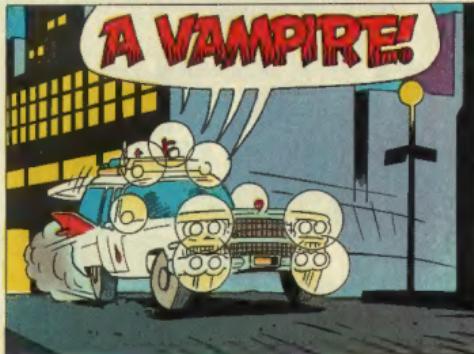
THE REAL GHOSTBUSTERS™ is published by MARVEL COMICS LTD., 1315 Annerley Street, London WC2. THE REAL GHOSTBUSTERS™ and logo design (including the HQ logo featured on this page), characters, artwork and stories are copyright © 1984 Columbia Pictures Industries, Inc. and copyright © 1988 Columbia Pictures Television, a division of CPT Holdings, Inc. All rights reserved. The GHOSTBUSTERS logo and logo design are licensed trademarks from Columbia Pictures Industries, Inc. All other material is copyright © 1988 Marvel Comics Ltd., a New World Company. All rights reserved. No similarity between any of the names, characters, persons and/or institutions herein and any with any living, dead or undead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the UK and distributed by Comag.

THE REAL GHOST BUSTERS™



THE REAL GHOSTBUSTERS™

BLOOD BANK BUST!



OUTSIDE THE BLOOD BANK... AS THE GHOSTBUSTERS WENT TO WORK... SO DID SLIMER'S MOUTH...



INSIDE...



OKAY... I'M SORRY!

I-I'M RUINED... BLOOD-BANKRUPT!



...NO PKE READINGS! OUR EQUIPMENT APPEARS TO BE USELESS AGAINST SUCH ANCIENT EVIL AS VAMPIRES!

*PSYCHO-KINETIC ENERGY

TAKE IT EASY, FELLA!

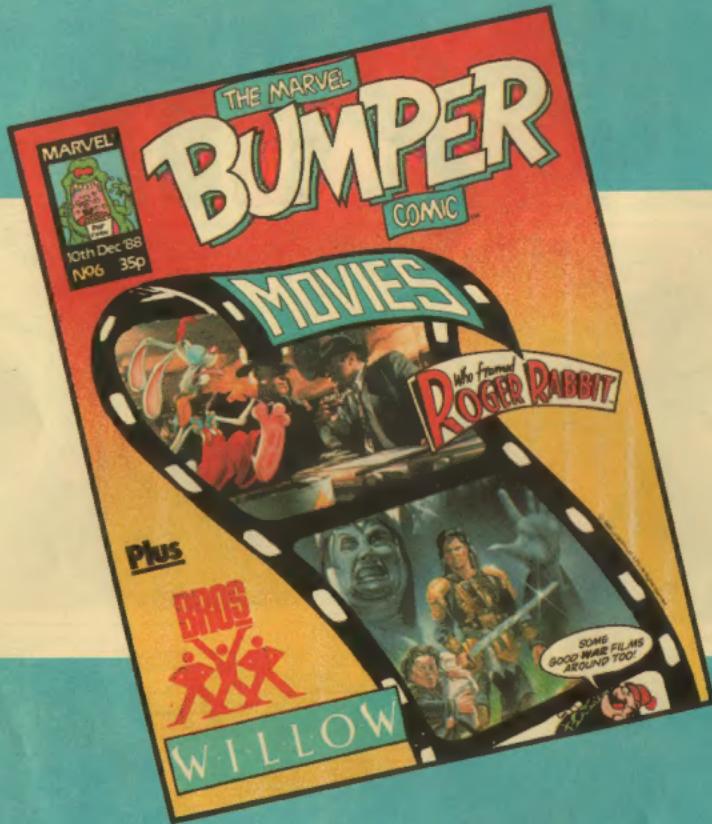








MARVEL GOES TO THE MOVIES!



LIGHTS • CAMERA • ACTION
- TAKE SIX! -

THE REAL GHOSTBUSTERS™

GRUDGE GREMLIN!

OUTSIDE GHOST-BUSTERS' HQ...



INSIDE...

HEY, LISTEN TO THIS... ANOTHER PROPOSAL OF MARRIAGE... THAT'S TWENTY ALREADY THIS WEEK!

MORE LETTER'S ASKING HOW TO MAKE A PROTON PACK... HOW ABOUT YOU, WINSTON?



NONE AT ALL. RAY! NOT THIS WEEK... OR LAST WEEK... OR THE WEEK BEFORE IT'S REALLY STRANGE!

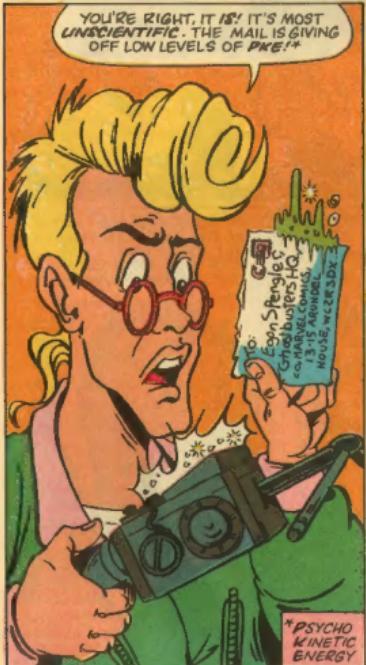


YOU'RE RIGHT, IT IS! IT'S MOST UNSCIENTIFIC. THE MAIL IS GIVING OFF LOW LEVELS OF DKE!*

GROOVY, EGO... EVEN THE GHOSTS ARE SENDING US FAN MAIL!

NO, PETER! IT MEANS THAT SOMEONE OR SOMETHING IS INTERFERING WITH OUR POST!

*PSYCHO KINETIC ENERGY



NEXT DAY...



SPENCER'S

SPIRIT

GUIDE

VAMPIRES

Recently, I was lucky enough to have tea with one Edwin Van Healthfarm, a distinguished investigator of the paranormal, now in his eightieth year. Van Healthfarm's works include the essential *Nasty Ghosts, Particularly Ones With Big Pointy-teeth*, the almost-as-completely-necessary *Blood Sucking Fiends From Transylvania*, and the autobiographical *Bite Marks On My Neck*, which kind of makes it obvious what he's interested in. We got onto the subject of vampires pretty quickly and here's some of the lowdown he gave me:

Vampires: Some general points.

Vampires are a form of the Undead. That is to say, they are neither truly alive or dead. They are also infected with the terrible curse of Vampirism. This causes them to hunt prey, human prey, from which they draw blood. Vampires can only come out at night. Light kills them, as does a crucifix, holy water, garlic and a stake through the heart. They have hypnotic powers and can transform into the shapes of bats, wolves and other creatures of the night. To be bitten three times by an Undead causes the victim to become a vampire too.

Vampires are bad news.



PART 26

Vampires: What to do if you meet one.

First off, says Van Healthfarm, check you have the necessary anti-vamp equipage with you. That is to say, check about your person for garlic, crucifixes, holy water, wooden stakes or even daylight. In the absence of such materials, Van Healthfarm advises that you take immediate evocational action. That is to say, close your eyes, cover your neck and run like the clappers.

Some famous vampires:

Count Yorblessinks. Van Healthfarm tells how he encountered this particular fiend in a remote part of the Transylvanian hinterland. Count Yorblessinks is a three-thousand-

year-old aristocrat who inhabits a vast chateau on a particularly spiky piece of cliff which is perpetually surrounded by a thunderous storm. The Count welcomes storm-drenched wayfarers as a friendly host and entertains them with a vast banquet. Later, when the guest is sleeping off his meal, the Count strikes. Van Healthfarm tried in vain to drink lots of coffee to keep himself awake, but woke at dawn to find the Count sinking his fangs into his neck. Luckily, the rising sun saved him from further harm.

Eric Lump. A caretaker from Indianapolis, Lump is a mild-mannered man who pretends to be squeamish and afraid of blood. He attacked Van Healthfarm in 1976, but he managed to fight him off after only being bitten once.

Count Alucard. Stupid and gullible brother of the great Dracula, this fiend bit Van Healthfarm in 1982, but was then destroyed with Perrier which he mistook for holy water.

At this stage in the interview, I had the presence of mind to realise how many times Van Healthfarm had been bitten in his long, *long* career. Then I quickly availed myself of the egress. That is to say I scarpered.

THE BOY WHO CRIED GHOUЛА ЛАНГАЛАНГАЛА СОНГ



Story JOHN FREEMAN Art DOUGIE BRAITHWAITE and DAVE HINE

Apart from the muffled sound of Janine typing in the reception area below, everything was quiet at Ghostbusters' HQ. The Ghostbusters were sitting in the lounge, looking at their watches, waiting.

"4.30," muttered Winston, winding his Rolex carefully.

"4.31, to be precise," Egon replied, looking studiously up from his Super-calc, Emanation-proof time piece (one of his own inventions). "Any moment now," yawned Peter Venkman, casually glancing at his latest Swatch.

"Are you sure it's 4.31?" asked Ray, anxiously staring at the Mickey Mouse face of his watch. "I've got 5.45."

Peter leaned over. "That's because it's stopped, Ray."

"Oh. Well, at least it's right twice a day."

The conversation was interrupted by the ring of the telephone. "That's him!" shouted Peter, running to the fire pole.

"Peter! Wait!" cried Winston. "We can't let him do this, Egon!"

Egon nodded, and jumped down the pole after Venkman, trying to catch the angry-looking Ghostbuster. Down in reception, before Janine could even answer the 'phone, Peter had grabbed it off the hook. "Ghostbusters' HQ, can I help you?" he squeaked in an infuriating impersonation of Janine's voice. "Th... The... there's a ghost in my house!" blurted out a young voice.

"Oh, really," Peter continued to squeak, "How big is he today then, Paul? Six-feet, ten-feet, three-thousand-feet?"

"He's at least twenty-feet, with big claws, and fangs and - hey, how did you know this was me?"

"Because, Paul Macdonald," shouted Peter, in his real voice, "You've 'phoned us every day about a different ghost in your house for the last three weeks, now!"

"But there *is* a ghost this time. Really!"

"Listen, Paul" drawled Peter, "You 'phone us up every day at 4.31 to tell us that there's a ghost in your house. Every day, we kit up and by the time we arrive at 5.45, it's completely vanished, without a sniff of PKE activity to show that there ever was a ghost."

"Listen" squealed Paul, "Can't you hear it?" Over the telephone, Peter could hear some

kind of snarling. He was not impressed. "That's just the television. You can't fool me. You're wasting your time, pal!"

"Peter!" reprimanded Janine. "That's a nine-year-old-child you're talking to there!"

"A nine-year-old-pest!" shouted Peter. "Do you know how many times we've been to your house in the last three weeks, Paul?"

"Er... two?"

"More like twenty-two," muttered Winston, listening to the conversation on an extension 'phone. "Listen, Paul, it's not that we don't know you're lonely..."

"I'm not lonely at the moment," Paul squealed again. "There's a twenty-foot-high ghost listening to every word I say! It's drooling, too!"

"Listen, you're wasting our time!" shouted Peter, before Egon and Ray could grab the 'phone from him. "We have *real* ghosts to bust, you know!"

There was no reply. "I think you've offended him, Peter," said Egon.

"Good." said Peter. "I did what had to be done, right, guys? He was bothering us all, wasn't he?"

Slimer summed up the other Ghostbusters' reaction with a loud belch. Egon picked up the 'phone again. "Paul, we're sorry, Peter's had a bad day. Something to do with a large chocolate egg and a marshmallow ghost in an armchair... Paul?"

The 'phone fizzled ominously. Even Peter's expression changed from severe annoyance to mild concern.



"It is possible that with all those fake 'phone calls, he managed to conjure up a *real* ghost!" said Egon. With Peter leading the way. The Ghostbusters hurried to ECTO-1 and set off for the young callers' house.

When they got there, all was dark apart from one light upstairs. "Too quiet," muttered Peter, gripping his Proton Gun.

"If only his parents took more care of the kid—I can't believe that I got so angry with him! I feel terrible!"

"Well, you're making up for it now," whispered Winston, "Let's hope he's okay!"

Winston rushed to the front door, planning to thump it open. It opened a split second before his body hit it, and he fell flat on his face in front of two large, hairy feet.

"Paul can't come out to play," it hissed, "He's rather tied up just now!"

The red-fanged ghost made a dive for Winston but, as luck would have it, he had already rolled out of harm's way, back into the early night air. "Blast it!" he shouted.

"We can't," said Egon, studying his PKE Meter. "That ghost is giving off human readings! I think we're too late — he appears to have eaten Paul! If we bust the ghost, we will bust Paul too."

"Well, I've been in the Containment Chamber!" said Ray.

"Yes, but you're naturally weird," snapped Peter, "Paul might not be able to stand the appalling sights the Containment Chamber holds before we can rescue him from it!"

"This may take a little longer than we thought," agreed Egon.

"Go away," said the ghost, slavering. "I'm having fun."

"Fun? Fun!" shouted Peter, "I do not eat nine-year-old children when I want to have fun!"

"Their socks smell," said Ray, nodding his head.

"You shout at them though, don't you?" said the ghost. "You enjoy that! Scaring him like that with your loud voice. It hurt my eardrums, it did, all that moaning."

Egon levelled a Proton Gun. "It's possible that we could disorporate part of the ghost with a concentrated Proton blast," he stated calmly. "That might be enough to free Paul," he

added, but then it would destroy the ghost, not capture it."

"No! You mustn't!" came a muffled voice from inside the ghost.

Paul's mop of fair hair popped out of the monster's chest. "The monster is my friend. Go away!"

"Er, looks like we've made a mistake," said Ray.

"I was lonely, too," said the ghost. "When I heard Paul, I decided to try and make friends with him."

"By eating him?"

"Hey" — said Paul, stepping out of the ghost, who rubbed his stomach, smiling. "It's only a game! It's really fun. Why don't you try it?"

"I'll pass, thanks," said Peter, feeling ill.

"Well, I don't think I'm going to be lonely for a while," Paul smiled. "But thanks for coming round so fast. Even you, Peter . . ."

"Ahem!" Peter looked as though he might blush redder than the ghost, "All in a day's work!" he mumbled, quietly.

"Boy," said Paul, "Just wait till Mom gets home. Will she be surprised!"

"When we get her 'phone call," said Egon, "Then we'll have a *real* problem on our hands!"



Still, maybe she'll take a liking to your friend too! So long, Paul."

"So long, guys! Hey, I'm sorry that I caused you all that trouble, I don't think you'll be hearing from me again."

A world where heroes come all sizes
and adventure is the greatest magic of all.

LOOK OUT
FOR FREE
WILLOW FIGURES
IN SPECIAL
WILLOW CORN FLAKES PACKETS

From GEORGE LUCAS
RON HOWARD

W·I·L·L·O·W

METRO-GOLDWYN-MAYER Presents
A LUCASFILM LTD. PRODUCTION
Of A Film By RON HOWARD · WILLOW

Starring VAL KILMER · JOANNE WHALLEY · WARWICK DAVIS · BILLY BARTY · JEAN MARSH

Story by GEORGE LUCAS Music Composed by JAMES HORNER Screenplay by BOB DOLMAN

Executive Producer GEORGE LUCAS Produced by NIGEL WOOLL Directed by RON HOWARD



In Association with IMAGINE ENTERTAINMENT

Read the PENGUIN PAPERBACK



DreamWorks Pictures Australia

For Virgin Mobile, Virgin Mobile, Eclectics and Compacts Only



© 1988 ULP All Rights Reserved

Distributed by UNITED INTERNATIONAL PICTURES

FROM DECEMBER 9th AT A CINEMA NEAR YOU

GH~~O~~ST WRITING!



Okay, so I know Christmas is coming and you've got letters to Santa to write but, if you're going to the post box anyway, why not drop me a line too and make my day!

Dear Peter...

Why do you make a joke out of busting ghosts?

— Christopher Foyle, Eastleigh

Why not! I was born to bust and it makes me feel good!

I would like you to answer some questions:

1. What does the PKE Meter do?
2. Why doesn't Janine go out busting ghosts?
3. In issue twelve, in the story *The Sword and the Spirit*, why did Egon return the sword to Arthur?
4. Was Winston a taxi driver before he became a Ghostbuster?
5. Why does Slimer have a tooth missing?

— Gareth Hopes, Gwent

Thanks for your questions, Gareth. 1. The PKE Meter is an essential piece of equipment. We use it to detect ghosts that are invisible or are simply just hiding from us. Each ghost emits energy and the Meter can pick this up. 2. Janine doesn't go out on busts because someone has to be in reception to answer any emergency calls that may come in. 3. In *The Sword and the Spirit*, Egon returned the sword to Arthur because he was its rightful owner. I know legend has it that he who pulls Excalibur from the stone is heir to the throne but, somehow King Egon doesn't really roll off the tongue, does it? 4. When Winston joined the Ghostbusters it was in answer to an advertisement. In this kind of job, you ask no questions. He could have been a taxi driver before, especially the way he drives but, then again, he might not have. 5. I don't know but, if he doesn't stop raiding the fridge, I'll help him lose another one!

How come you never get a call when you're asleep?
— Justin Crompton, Lancs

Says who? Are you kidding? We get most of our hoax calls during the night. You know the sort of thing. You hear a strange noise and everything is dark and spooky, so you call Ghostbusters only to find that it's the dog chewing the wallpaper.

Why does Janine have red hair?
— Alex Duncan, No-fixed-abode

Well, Alex, it has something to do with the colour of her parents' hair and dominant genes etc. Personally, I think it has more to do with those strange plastic containers I keep finding in the bathroom at HQ. The ones that say 'Rich and lasting colour'.

I would like to ask you four questions:

1. What is Slimer's second name?
2. Which floor is Egon's lab on?
3. Where did you find Slimer?
4. Where did you meet Egon?

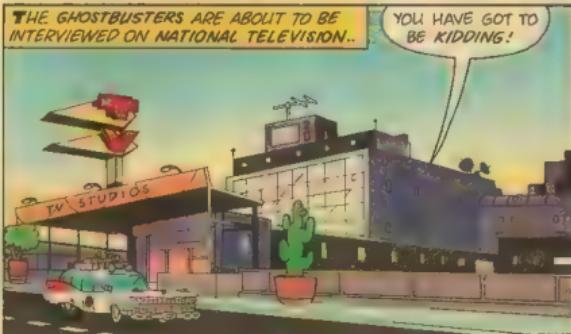
— Tom Bradbury, Manchester

Thanks for your questions, Tom. 1. As far as I know, Slimer hasn't got an official second name but, I like to call him nuisance or pest! 2. Egon's lab is on the third floor along with the sleeping quarters. This seemed to be the best place for it as Egon rarely sleeps. 3. Or is it a case of where did he find us? We first met Slimer at the Sedgewick Hotel, where he was causing a bit of disturbance with room service. 4. I met Egon at Weaver Hall University where we were both research scientists!

Do any of you have any pets (not including Slimer)?
— Lee Shearman, Eastbourne

Well, Lee, Ray did have a gerbil which unfortunately passed onto the spirit world back in issue eight. I suppose that you could almost describe Egon's spore and fungus collection as a sort of pet the way he treats it but, apart from that, we don't have any real pets at the moment.

THE REAL GHOSTBUSTERS™







EYES, NOSE, HAIR AND FACES,
GO BACK TO YOUR PROPER PLACES!



OKAY -
HIT IT!

AARGH! TRICKED
PLEASE DON'T DO THIS.



THERE MUST BE SOME
WAY I CAN MAKE-UP
TO YOU!

WELL, IT LOOKS LIKE
WE GOT THIS ONE
BEAT, EH, PETER?

YEP. THINGS CERTAINLY GOT A
LITTLE UGLY FOR A MOMENT
THERE. I WOULDN'T WANT TO
FACE THIS LITTLE BEAUTY
AGAIN.



THE ESCAPOLOGEIST

This spook was discovered when The Ghostbusters were called out to the City Dog Pound. The Pound's keeper believed the place to be haunted, and the perpetual escape of dogs from locked cages supported the theory that some strange force was at large. Whilst carrying out a routine search of the building, a ghostly form appeared. He claimed to be an escapologist from the turn of the century who had passed over to the spirit world when his act had gone tragically wrong. He maintained that no locks could hold him and that he could escape from any confinement but, The Ghostbusters found him easy prey when it came to entrapment. However, when they reached the containment unit back at HQ, the trap was miraculously empty and The Escapologeist was nowhere to be found.



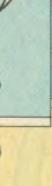
BLIMEY!
IT'S...

SLIMER!



PLEASE, GHOSTBUSTERS, YOU
MUST HELP ME! I'M GOING
OUT OF MY MIND!

PLEASE CALM DOWN AND
TELL US WHAT'S WRONG
MISS SPRATT!



"EVERY NIGHT AT MIDNIGHT IT BEGINS!
FIRST THERE IS THE THUMP OF HEAVY
FOOTSTEPS AND THE RATTLE OF CHAINS!"

THUMP!

THUMP!

RATTLE!
RATTLE!

"THEN A TERRIBLE MOANING CAN BE HEARD
THROUGHOUT THE HOUSE...IT'S HORRIBLE!"



"AND EVERY NIGHT MY DOOR OPENS AND A
HIDEOUS GHOSTLY FIGURE APPEARS!"



WHAT HAPPENS
THEN?



I SCREAM!
I SCREAM!
I SCREAM!



EEEEEEEEK!

ICECREAMMM?
YUM YUM! SLIMER
HAVE DOUBLE
CHOCOLATE CHOP
VANILLA FUDGE
STRAWBERRY
SUNDAAE!



SLIMER IN LOVE?



IN JUST 7 DAYS

THE MIGHTY MARVEL CHECKLIST

TRANSFORMERS 195 It's Blaster versus the savage Seacons on the Decepticon's holiday island! At stake are two Autobot cassette tapes that could well seal the fate of the entire Transformer race! Part two of Club Con is by Budianski, Delbo and Hunt.

DRAGON'S CLAWS 7 Mercy must face not just the lethal vigilante known as Scourge, but also her own shocking past as the Claws battle in Canada. Can Dragon and the others save Mercy from Scourge...and from herself? *The Quality Of Mercy* is by Furman and Senior. Don't dare miss the return of the Claws' deadliest enemies!

ACTION FORCE MONTHLY 7 It's a telephone line nightmare in the lead Action Force story, *Smooth Operators*. Smoothing their way through a communications jungle (apart from Lady Jaye, Dial Tone and Low-Light) are Abnett, Hopgood and Hine. There's also a Storm Shadow solo story by Rimmer, McCrea and Baskerville.

THE REAL GHOSTBUSTERS 26 There's a vampire at large in *Blood Bank Bust*, or is there? And what's Slimer's trip to a Pizza Parlour got to do with it? The answers are provided by Rimmer and Griffiths. Add to this *Grudge Gremlin*, by Carnell and Williamson and *Which Face is Which*, by Alan and Elliot and you've a comic packed with ghoulish giggles!

DON'T MISS...

DEATH'S HEAD 2 Though he won't work for free, Death's Head figures he owes the Chain Gang one for re-building him. Trouble is, the man they want him to hunt down is none other than Scavenger of *Dragon's Claws*! Death's Head lost the first round to the Claws, but this time looks set to be different! *Contractual Obligations* is by Furman, Hitch and Farmer.

ON SALE NOW!

NOW WITH EXTRA TERRESTRIAL



24

Weetabix®



FREE

INSIDE

E.T.

THE EXTRA-TERRESTRIAL

VIDEO
STICKER

Whole



COLLECT ALL 8!